

ABSTRACT

Suciati. K4614088 THE IMPLEMENTATION OF TGT (TEAMS GAMES TOURNAMENT) COOPERATIVE LEARNING MODEL TO IMPROVE LEARNING OUTCOME OF PASSING in BASKETBALL GAMES OF CLASS XI IPA 3 AT SMAN 4 SURAKARTA IN ACADEMIC YEAR 2018/2019. Thesis, Teacher Training and Education Faculty. Sebelas Maret University. Surakarta, January 2019.

The purpose of this research is to improve the learning outcome of passing in basketball games of class XI IPA 3 SMAN 4 Surakarta in the academic year of 2018/2019.

This research is a Classroom Action Research (CAR). This research is conducted in two cycles, and each of the cycles is conducted in two meetings. The subjects of this Classroom Action Research is 34 students of class XI IPA 3 SMAN 4 Surakarta. Consist of male students and 21 female students. The sources of the data in this research comes from students, researchers and teachers who acted as collaborators. The technique of Data collection uses to test and observations. The data validity uses triangulation technique data. This Classroom Action Research uses qualitative description analysis techniques.

The results of interviews with the collaborator stated that for the assessment of Minimum Completion Criteria (KKM) passing basketball was 74. The assessment data obtained from class XI IPA 3 SMAN 4 Surakarta which amounted to 43 students are as follows: In the initial condition, the learning outcomes were not maximal and still less than (KKM), only 20 students (59%) who achieved the complete criteria and 14 students (41%) had not yet completed the knowledge aspect. While for the skills aspect 16 students (47%) who achieved the criteria(KKM), and 18 students (53%) were not yet complete. In the learning outcomes of the first cycle, there were 27 students (79%) achieving the complete criteria and 7students (21%) not yet completing the knowledge aspect, while the skills aspect 25 (74%) achieving the complete criteria, and 9 (26%) not yet completed the criteria. In the results of the second cycle, there were 31 students (91%) reaching the complete criteria, and 3 students (9%) had not yet completed the knowledge aspect, while the skills aspect 30 students (88%) achieved the complete criteria, and 4 students (12%). From the initial data up to the second cycle, there has been an increase in learning outcomes so that the research target reaches 80%.

From the findings, it can be concluded that: The Implementation Of Tgt (Teams Games Tournament) Cooperative Learning Model is able to improve Learning outcomes of passing in basketball games of class XI IPA 3 SMAN 4 Surakarta in the academic year of 2018/2019.

Keywords: *Learning outcome, passing Basketball, TGT (Teams Games Tournament).*